



Rocket League - Online Match Guide

Pending the number of teams and available PCs at a Sectional site, preliminary rounds of Rocket League may be played online prior to the in-person Sectional tournament. Online preliminary rounds will be played until 16 teams remain. The remaining 16 teams will complete the tournament in person at the Sectional site. Sectional hosts must notify the IHSA if online play will be necessary for their respective sites.

Main Draw Round 1 matches must be played between Tuesday, April 9th, and Thursday, April 11th. Main Draw Round 2 matches must be played on Monday, April 15th, or Tuesday, April 16th. Consolation Round 1 matches must be played on Wednesday, April 17th, or Thursday, April 18th.

Match dates and times should be agreed upon by the competing schools. If a mutual date/time cannot be agreed upon, a date/time will be determined by the IHSA office.

At the conclusion of each online match, the winning school's coach must email the final score to the Sectional tournament manager and Dan Le (dle@ihsa.org) immediately.

Online Rocket League Set Up

1. Coaches of competing schools in each pairing must contact each other and determine a date and time for the match. Coaches' emails can be found through the IHSA Directory. A Google search of **[school name] IHSA** will take you to that school's directory.
2. The team listed on top of the bracket pairing will be Team 1. The team listed on the bottom will be Team 2.
3. Team 1 is responsible for creating the lobby, using the School Name and game number on the official tournament bracket. Example: Danville Game 1
4. Matches must be played using the settings as written in the [IHSA Esports Game Summaries](#). Some of these settings include:
 - a. Team Size: 3v3
 - b. Bot Difficulty: No Bots
 - c. Match Length: 5 minutes

**All online matches are best of 3 games.